VIDEO GAMES IN EDUCATION

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Abstract

Digital electronic games are generally called as video games. It is very popular among all the age groups in the world. Educational games commonly educate children on certain skills, keeping them engaged and entertained at the same time. It's more effective in enhancing student's interest, motivation and subject matter. Game designers can create effective tools to teach the educational content in a very easy manner. Video games play a role in the development of 21-St century skills. Games are a powerful weapon of developing social and emotional learning in young people. It can motivate passive students to contribute more than they would in a traditional learning environment. The main uses of videogames are as a platform for distance learning and an instrument for teaching learning course material. Most of the research has found that educational games and software are effective teaching tools that time playing video games are negatively associated with school performance and that action games can improve game-related visual attention skills.
Key Words: *Video games, Education, 21-St Century skills, Distance learning & Attention*

Introduction

Digital electronic games are commonly called as videogames. It is very popular among all the age groups in the world. The video game players have played the game on computers, handheld devices and cell phones. They are playing at home, school, playground, in automobiles and virtually anywhere that an electronic device can be operated. Research in recent years indicates that students are spending a lot of time in playing a videogame. It has changed the generation of young people's thinking, reasoning, problem solving and pro-social behaviour etc. Educational games generally educate children on certain skills, keeping them engaged and entertained

at the same time. Its more effective in enhancing student's interest, motivation and subject matter. Game designers can create effective tools to teach the educational content in a very easy manner.

21-St Century Skills

Videogames are broadly utilized everywhere by a large range of age groups. Today's youth are tomorrow's leaders. So student's curriculum should be well designed in the beginning stage. In 21-St century, students needed lot of skills to be successful, i.e. information and discovery, effective, reasoning, problem solving, thinking, listening, flexibility, responsibility and productivity, idea generation, design and refinement. Videogames play a role in the development of the above mentioned skills. In the competitive world students can win with the help of these skills.

Learning

In the past, students were dependent on their teachers and school libraries for information. The internet has opened up an entire universe of information to students. Students, parents, schools and teachers - all the stakeholders are connected in today's world of education and have their respective roles to play in the learning process. Technology plays very important role in the teaching-learning process. Games are a powerful weapon of developing social and emotional learning in young people. If the games are the form of group discussion, role play, puzzles and experience-based learning that are highly motivating the students. Games can motivate passive students to contribute more than they would in a traditional learning environment. Video games can motivate and create the interest in learning by challenging and providing fun, curiosity, beauty, fantasy and social recognition.

Transformation of Learning

Technology gives a new dimension to learning by making lessons interactive and stimulating the growing curiosity of students. The youngsters of 21-St century must have creativity, science and mathematics skills, communication technologies skills and the ability to solve complex problems. The advanced technologies and video games can facilitate the development of 21-St century skills. The power of using games to teach socio emotional skills lies in the interactional nature of playing a game together. Games are fun to children and young people and therefore highly motivating. They provide the potential for transformative learning through social interaction, social connectedness, cooperation and collaboration, and possess many of the features that encourage student well-being and resilience.

Predictor of Learning

Videogame technology brings new challenges to the education area. Teacher should use this technique does not displace other more effective techniques. Games have many attractive features which can stimulate improved educational performance in learners and children. It induces student's attractiveness, motivation,

active engagement, challenges, learning by doing and data handling capabilities. Modern techniques are usually absent in ordinary classrooms. In conventional classroom teaching educational materials do not always such challenging. Introduction of games in class may be quite useful and more effective for learning. Games could stimulate learning behaviours in learners.

Clegg (1991) argued that the instructional context that envelops gaming is a more important predictor of learning than the game itself. Children's video game habits are associated with risk factors for health and the classroom attention. They began playing video games for increasing amounts of time and it causes addiction or violent behaviour continues to be made. Researchers found that educational software and games have numerous positive effects on children's academic skill. Playing and watching video games for hours every day, it could increase classroom attention, increase pro-social behaviours, and improve visual attention skills. Instead, parents should recognize that video games can have powerful effects on children, and should therefore set limits on the amount of time and content of games their children play.

Opportunity to Learn

Video game players have better hand–eye coordination and visual-motor skills, Games will train and educate people, providing new skills and knowledge they can use outside of the game. Games provide learners the opportunity to learning by doing, experience situations first-hand and role-play. This establishes the production of gaming in today's learners. Video games provide a rapidly growing form of entertainment and are also used for educational and business purposes. Virtual learning environments allow for development of higher levels of learning and collaboration skills and improved practical reasoning skills. It gives people an opportunity to do things that they cannot do offline, and to discover new things about themselves.

Distance Learning

Video games are as a platform for distance learning. It is one of the newest media forms.In 2003, a movement was started for using video games in teaching and training. In distance learning, videogame plays an important role. Large lecture classes are replaced by Massively Multiplayer Online (MMO). This is most played online games and it is delivered from a distance mode. Video game players make good online friends.

Playing to Learn

Videogames are played regularly and frequently. Many young people spend a significant amount of leisure time each week playing computer games, often 7 hours or more (Anderson and Bushman 2001; Walsh 2002). Sociologists and anthropologists indicate play as a human activity from which they analyze the principal characteristics of the player. Theoretically, proves that pro-social video games to facilitate several different types of learning (Gentile & Gentile, 2007; Swing et al., 2009).

Uses of Videogames

Video games are used as a therapeutic tool in the treatment of different mental health concerns. Students are found to be "learning by doing" while playing video games while fostering creative thinking. Some research suggests video games may even increase players' attention capacities. It has also been proven to raise self-esteem and build confidence. The main uses of videogames are platform for distance learning and an instrument for teaching learning course material.

Conclusion

Video games that could have a less direct influence on learning and education. Research has found that educational games and software are effective teaching tools, that time playing video games are negatively associated with school performance and that action games can improve game-related visual attention skills. Video game training can influence numerous skills and abilities that are crucial to the learning process. Competitive online team games also provide an excellent medium for enhancing social skills, particularly teamwork and collaboration.

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